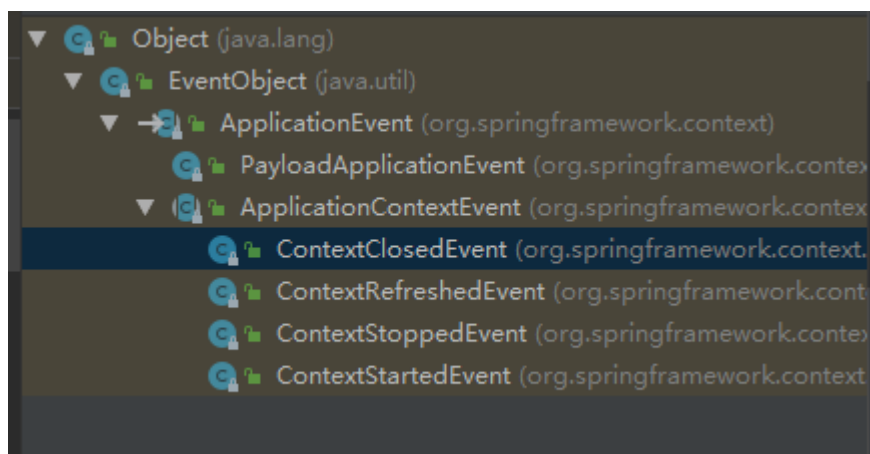


ApplicationListener：监听容器中发布的事件。事件驱动模型开发；

ApplicationListener监听器的接口：

```
public interface ApplicationListener<E extends ApplicationEvent> extends EventListener {  
  
    void onApplicationEvent(E event);  
  
}
```

注意:ApplicationListener监听器的实现类只能监听 ApplicationEvent 及其下面的子事件



注:ApplicationEvent 的子类,ContextRefreshedEvent(容器刷新完成事件)这个用的多,ContextClosedEvent(容器关闭事件)这个用的也多

只要事件发布 监听器就可以监听到

自定义事件发布的步骤:

- 1)、写一个监听器 (ApplicationListener实现类) 来监听某个事件 (ApplicationEvent及其子类)
- 2)、把监听器加入到容器;
- 3)、只要容器中有相关事件的发布, 我们就能监听到这个事件;

例如:ContextRefreshedEvent: 容器刷新完成 (所有bean都完全创建) 会发布这个事件;

ContextClosedEvent: 关闭容器会发布这个事件;

- 4)、发布一个事件:

拿到一个容器直接调用其的publishEvent()方法

```
applicationContext.publishEvent();
```

整套事件发布与监听的过程:

以ContextRefreshedEvent这个事件为例进行说明

还记得我们在容器刷新哪里详细说了个initApplicationEventMulticaster()方法吗？

1.给容器中注册一个多播器

```
//给容器中注册了一个派发器(多播器)
protected void initApplicationEventMulticaster() {
    ConfigurableListableBeanFactory beanFactory = getBeanFactory();
    if (beanFactory.containsLocalBean(APPLICATION_EVENT_MULTICASTER_BEAN_NAME)) {
        this.applicationEventMulticaster =
            beanFactory.getBean(APPLICATION_EVENT_MULTICASTER_BEAN_NAME,
                ApplicationEventMulticaster.class);
        if (logger.isDebugEnabled()) {
            logger.debug("Using ApplicationEventMulticaster [" + this.applicationEventMulticaster
                + "]");
        }
    }
    else {
        this.applicationEventMulticaster = new SimpleApplicationEventMulticaster(beanFactory);
        beanFactory.registerSingleton(APPLICATION_EVENT_MULTICASTER_BEAN_NAME,
            this.applicationEventMulticaster);
        if (logger.isDebugEnabled()) {
            logger.debug("Unable to locate ApplicationEventMulticaster with name '" +
                APPLICATION_EVENT_MULTICASTER_BEAN_NAME +
                "': using default [" + this.applicationEventMulticaster + "]");
        }
    }
}
```

还记得我们在容器刷新哪里详细说了个registerListeners()方法吗？

2.注册监听器

```
//将监听器注册到多播器中
protected void registerListeners() {
    // Register statically specified listeners first.
    //将监听器注册到多播器中
    for (ApplicationListener<?> listener : getApplicationListeners()) {
        getApplicationEventMulticaster().addApplicationListener(listener);
    }

    // Do not initialize FactoryBeans here: We need to leave all regular beans
    // uninitialized to let post-processors apply to them!
    //通过名称拿到所有的监听器 将其注册到多播器中
    String[] listenerBeanNames = getBeanNamesForType(ApplicationListener.class, true, false);
    for (String listenerBeanName : listenerBeanNames) {
        getApplicationEventMulticaster().addApplicationListenerBean(listenerBeanName);
    }

    // Publish early application events now that we finally have a multicaster...
    Set<ApplicationEvent> earlyEventsToProcess = this.earlyApplicationEvents;
    this.earlyApplicationEvents = null;
    if (earlyEventsToProcess != null) {
        for (ApplicationEvent earlyEvent : earlyEventsToProcess) {
            getApplicationEventMulticaster().multicastEvent(earlyEvent);
        }
    }
}
```

```
}  
}
```

3.事件发布并调用多播器派发事件

事件发布在整个容器刷新的阶段的最后一步finishRefresh()中

1)、获取事件的多播器(派发器): getApplicationEventMulticaster() 2)、multicastEvent派发事件: 3)、获取到所有的ApplicationListener; for (final ApplicationListener<?> listener : getApplicationListeners(event, type)) { 1)、如果有Executor, 可以支持使用Executor进行异步派发; Executor executor = getTaskExecutor(); 2)、否则, 同步的方式直接执行listener方法; invokeListener(listener, event); 拿到listener回调onApplicationEvent方法;

```
protected void finishRefresh() {  
    // Initialize lifecycle processor for this context.  
    initLifecycleProcessor();  
  
    // Propagate refresh to lifecycle processor first.  
    getLifecycleProcessor().onRefresh();  
  
    // Publish the final event.  
    //发布一个ContextRefreshedEvent事件  
    publishEvent(new ContextRefreshedEvent(this));  
  
    // Participate in LiveBeansView MBean, if active.  
    LiveBeansView.registerApplicationContext(this);  
}  
//发布事件  
protected void publishEvent(Object event, ResolvableType eventType) {  
    Assert.notNull(event, "Event must not be null");  
    if (logger.isTraceEnabled()) {  
        logger.trace("Publishing event in " + getDisplayName() + ": " + event);  
    }  
  
    // Decorate event as an ApplicationEvent if necessary  
    ApplicationEvent applicationEvent;  
    if (event instanceof ApplicationEvent) {  
        applicationEvent = (ApplicationEvent) event;  
    }  
    else {  
        applicationEvent = new PayloadApplicationEvent<Object>(this, event);  
        if (eventType == null) {  
            eventType = ((PayloadApplicationEvent) applicationEvent).getResolvableType();  
        }  
    }  
  
    // Multicast right now if possible - or lazily once the multicaster is initialized  
    if (this.earlyApplicationEvents != null) {  
        this.earlyApplicationEvents.add(applicationEvent);  
    }  
    else {  
        //拿到事件派发器(多播器)并派发事件  
        getApplicationEventMulticaster().multicastEvent(applicationEvent, eventType);  
    }  
  
    // Publish event via parent context as well...  
    if (this.parent != null) {
```

```

        if (this.parent instanceof AbstractApplicationContext) {
            ((AbstractApplicationContext) this.parent).publishEvent(event, eventType);
        }
        else {
            this.parent.publishEvent(event);
        }
    }
}

//派发事件
public void multicastEvent(final ApplicationEvent event, ResolvableType eventType) {
    ResolvableType type = (eventType != null ? eventType : resolveDefaultEventType(event));
    //拿到所有的事件监听器 循环遍历
    for (final ApplicationListener<?> listener : getApplicationListeners(event, type)) {
        //如果可以异步派发事件 就使用多线程异步派发事件
        Executor executor = getTaskExecutor();
        if (executor != null) {
            executor.execute(new Runnable() {
                @Override
                public void run() {
                    invokeListener(listener, event);
                }
            });
        }
        else {
            //如果没有直接执行监听的器的触发方法
            invokeListener(listener, event);
        }
    }
}
}

```

有没有感觉很熟悉？像不像一个设计模式？没错，就是观察者 spring的事件机制也是用的观察者模式

说一下@EventListener这个注解

示例代码:

```

@Service
public class UserService {

    @EventListener(classes={ApplicationEvent.class})
    public void listen(ApplicationEvent event){
        System.out.println("UserService...监听到的事件: "+event);
    }

}

```

原理：使用EventListenerMethodProcessor处理器来解析方法上的@EventListener;

```

public class EventListenerMethodProcessor implements SmartInitializingSingleton,
ApplicationContextAware {

    protected final Log logger = LogFactory.getLog(getClass());

    private ConfigurableApplicationContext applicationContext;

    private final EventExpressionEvaluator evaluator = new EventExpressionEvaluator();
}

```

```

private final Set<Class<?>> nonAnnotatedClasses =
    Collections.newSetFromMap(new ConcurrentHashMap<Class<?>, Boolean>(64));

@Override
public void setApplicationContext(ApplicationContext applicationContext) throws BeansException
{
    Assert.isTrue(applicationContext instanceof ConfigurableApplicationContext,
        "ApplicationContext does not implement ConfigurableApplicationContext");
    this.applicationContext = (ConfigurableApplicationContext) applicationContext;
}
//SmartInitializingSingleton接口的afterSingletonsInstantiated方法
@Override
public void afterSingletonsInstantiated() {
    List<EventListenerFactory> factories = getEventListenerFactories();
    String[] beanNames = this.applicationContext.getBeanNamesForType(Object.class);
    for (String beanName : beanNames) {
        if (!ScopedProxyUtils.isScopedTarget(beanName)) {
            Class<?> type = null;
            try {
                type =
AutoProxyUtils.determineTargetClass(this.applicationContext.getBeanFactory(), beanName);
            }
            catch (Throwable ex) {
                // An unresolvable bean type, probably from a lazy bean - let's ignore it.
                if (logger.isDebugEnabled()) {
                    logger.debug("Could not resolve target class for bean with name '" +
beanName + "'", ex);
                }
            }
            if (type != null) {
                if (ScopedObject.class.isAssignableFrom(type)) {
                    try {
                        type =
AutoProxyUtils.determineTargetClass(this.applicationContext.getBeanFactory(),
                            ScopedProxyUtils.getTargetBeanName(beanName));
                    }
                    catch (Throwable ex) {
                        // An invalid scoped proxy arrangement - let's ignore it.
                        if (logger.isDebugEnabled()) {
                            logger.debug("Could not resolve target bean for scoped proxy '" +
beanName + "'", ex);
                        }
                    }
                }
            }
            try {
                processBean(factories, beanName, type);
            }
            catch (Throwable ex) {
                throw new BeanInitializationException("Failed to process @EventListener " +
+
                    "annotation on bean with name '" + beanName + "'", ex);
            }
        }
    }
}
}

```

```

}

/**
 * Return the {@link EventListenerFactory} instances to use to handle
 * {@link EventListener} annotated methods.
 */
protected List<EventListenerFactory> getEventListenerFactories() {
    Map<String, EventListenerFactory> beans =
this.applicationContext.getBeansOfType(EventListenerFactory.class);
    List<EventListenerFactory> allFactories = new ArrayList<EventListenerFactory>
(bean.values());
    AnnotationAwareOrderComparator.sort(allFactories);
    return allFactories;
}

protected void processBean(final List<EventListenerFactory> factories, final String beanName,
final Class<?> targetType) {
    if (!this.nonAnnotatedClasses.contains(targetType)) {
        Map<Method, EventListener> annotatedMethods = null;
        try {
            annotatedMethods = MethodIntrospector.selectMethods(targetType,
                new MethodIntrospector.MetadataLookup<EventListener>() {
                    @Override
                    public EventListener inspect(Method method) {
                        return AnnotatedElementUtils.findMergedAnnotation(method,
EventListener.class);
                    }
                });
        }
        catch (Throwable ex) {
            // An unresolvable type in a method signature, probably from a lazy bean - let's
ignore it.
            if (logger.isDebugEnabled()) {
                logger.debug("Could not resolve methods for bean with name '" + beanName +
"", ex);
            }
        }
        if (CollectionUtils.isEmpty(annotatedMethods)) {
            this.nonAnnotatedClasses.add(targetType);
            if (logger.isTraceEnabled()) {
                logger.trace("No @EventListener annotations found on bean class: " +
targetType.getName());
            }
        }
        else {
            // Non-empty set of methods
            for (Method method : annotatedMethods.keySet()) {
                for (EventListenerFactory factory : factories) {
                    if (factory.supportsMethod(method)) {
                        Method methodToUse = AopUtils.selectInvocableMethod(
                            method, this.applicationContext.getType(beanName));
                        ApplicationListener<?> applicationListener =
                            factory.createApplicationListener(beanName, targetType,
methodToUse);
                        if (applicationListener instanceof ApplicationListenerMethodAdapter) {
                            ((ApplicationListenerMethodAdapter) applicationListener)

```

```
.init(this.applicationContext, this.evaluator);
    }
    this.applicationContext.addApplicationListener(applicationListener);
    break;
}
}
}
if (logger.isDebugEnabled()) {
    logger.debug(annotatedMethods.size() + " @EventListener methods processed on
bean '" +
        beanName + ": " + annotatedMethods);
}
}
}
```

EventListenerMethodProcessor这个又是在哪儿执行的呢？

EventListenerMethodProcessor实现了SmartInitializingSingleton这个接口 这个接口是在所有单实例创建完毕后进行触发执行

在容器刷新时的finishBeanFactoryInitialization() -> beanFactory.preInstantiateSingletons()

```

public void preInstantiateSingletons() throws BeansException {
    if (this.logger.isDebugEnabled()) {
        this.logger.debug("Pre-instantiating singletons in " + this);
    }

    // Iterate over a copy to allow for init methods which in turn register new bean definitions.
    // While this may not be part of the regular factory bootstrap, it does otherwise work fine.
    List<String> beanNames = new ArrayList<String>(this.getBeanDefinitionNames());

    // Trigger initialization of all non-lazy singleton beans...
    //即将要创建的所有的bean
    for (String beanName : beanNames) {
        RootBeanDefinition bd = getMergedLocalBeanDefinition(beanName);
        if (!bd.isAbstract() && bd.isSingleton() && !bd.isLazyInit()) {
            if (isFactoryBean(beanName)) {
                final FactoryBean<?> factory = (FactoryBean<?>) getBean(FACTORY_BEAN_PREFIX +
beanName);

                boolean isEagerInit;
                if (System.getSecurityManager() != null && factory instanceof SmartFactoryBean) {
                    isEagerInit = AccessController.doPrivileged(new PrivilegedAction<Boolean>() {
                        @Override
                        public Boolean run() {
                            return ((SmartFactoryBean<?>) factory).isEagerInit();
                        }
                    }, getAccessControlContext());
                }
                else {
                    isEagerInit = (factory instanceof SmartFactoryBean &&
((SmartFactoryBean<?>) factory).isEagerInit());
                }
                if (isEagerInit) {

```

```

        getBean(beanName);
    }
}
else {
    getBean(beanName);
}
}
}
//此时bean已经创建完毕
// Trigger post-initialization callback for all applicable beans...
//再次拿到所有的单实例bean
for (String beanName : beanNames) {
    Object singletonInstance = getSingleton(beanName);
    //如果bean为SmartInitializingSingleton
    if (singletonInstance instanceof SmartInitializingSingleton) {
        final SmartInitializingSingleton smartSingleton = (SmartInitializingSingleton)
singletonInstance;
        //如果是可以异步执行
        if (System.getSecurityManager() != null) {
            AccessController.doPrivileged(new PrivilegedAction<Object>() {
                @Override
                public Object run() {
                    //创建线程异步执行SmartInitializingSingleton接口的afterSingletonsInstantiated
方法
                    smartSingleton.afterSingletonsInstantiated();
                    return null;
                }
            }, getAccessControlContext());
        }
        else {
            //同步执行SmartInitializingSingleton接口的afterSingletonsInstantiated方法
            smartSingleton.afterSingletonsInstantiated();
        }
    }
}
}
}

```